



MCCC NEWS

Mid-Cities Commodore Club, Inc.

September 86 Vol. 4 Issue 9

The Amiga Transformer by Larry Wittmann

Any new state-of-the-art computer is destined to go on sale to the public before there is much in the way of software to run on it. The Commodore 64 was that type of animal, and so too is it's distant cousin, the Amiga. The lack of software could spell instant death to a lesser machine, but Commodore has put so much potential into this computer that it will develop a strong following and software will eventually be available.

The Commodore Amiga, fortunately, has had more software on the shelves at its inception than most computers. But new computer owners are never satisfied. When I bought my Amiga, one of the first programs to be added to the purchase was a Commodore item called the Transformer. The Transformer is a 3 1/2 inch disk that makes the Amiga 68000 chip think it is an IBM/Intel 8088 by using an interpreter.

For less than \$100 you can begin using IBM-formatted software on the Amiga. For another \$250-\$300 you can add a 5 1/4 inch disk drive which allows you to use IBM software right out of the box. Just a few of the titles that will work with the Transformer include LOTUS 1-2-3, DBASE III, MULTIPLAN, WORDPERFECT, DOLLARS AND SENSE, IBM WRITING ASSISTANT, PFS REPORT/FILE, and the BPI accounting programs. By adding the 5 1/4 inch drive, you would then have a two drive system with Drive A: being the 5 1/4 inch drive and Drive B: the Amiga internal drive. When using the internal drive, you cannot use the disk to save 880K of data because everything is working like an IBM. Data disk storage is limited to the IBM norm of 360K, unless you are using the 3.1 version of the IBM DOS disk, which will greatly increase the disk storage capacity. For added value, new software improvements allow the 5 1/4 inch external drive to be used for Amiga data storage also.

Since I am on a very limited budget, I am using just the internal Amiga drive and the Transformer. Rather than using sophisticated IBM commercial software, I have been very satisfied using IBM public domain software and shareware which compares favorably to expensive commercial copy-protected software.

One of the secrets of this system is to maintain a good relationship with your Amiga dealer because he can copy your IBM 5 1/4 inch disks onto 3 1/2 inch disks for use in your internal drive. Of course, if you buy the 5 1/4 inch optional drive, the conversion will not be necessary. Richard

Bilyea at Software Terminal in Ft. Worth is helpful in this respect and very knowledgeable about the workings of both the IBM and Amiga systems.

The following is a short list of some of the IBM public domain titles.

FRED Word processors: PC-WRITE, WORDFLEX,

Spreadsheets: PC-CALC, FREECALC

Accounting: DATACOUNT, PERSONAL MANAGER, FINANCE, PC-GENERAL LEDGER, STOCK MARKET ANALY.

Educational: IQ BUILDER, MATH TUTOR, TOUCH TYPE, PC PROFESSOR, COMPUTER TUTOR

Communications: FIDO BBS, KERMIT, PC TALK, PC-DIAL, HOST III

Games: Numerous volumes including strategy, adventure, arcade types, PC-CHESS, EAMON, GAGS, HACK, TREK

Utilities, Sigs and more. (See listings in the TEXAS COMPUTER MARKET for additional titles.) Most of these programs include documentation directly on the disk, allowing you to print your own hardcopy.

I recently attended a 3-day hands-on workshop centering on the topic of using some of the above software. In the class, I used my Amiga to do everything that the IBM did, although, sorting and computations took a few seconds longer.

One of the best ways to get IBM public domain software is to attend the monthly users group Saturday meeting at Infomart in Dallas. Just head for the basement where the vendors ply their wares. IBM public domain software is sold in 4 or 5 locations, one of which is the IBM Users Group. They charge only \$2.00 per disk for members and \$3.00 per disk for non-members.

Commodore has announced that they will soon be selling a piece of hardware for the Amiga called the Sidecar. This will be an item that allows full IBM compatibility, additional slots for options like adding a hard disk drive, 256K of onboard RAM with room for expansion, 5 1/4 inch disk drive and a numeric coprocessor socket. The price is estimated at \$500 to \$650. A hard disk drive can be used by both the IBM and the Amiga. The Sidecar will be a desirable item for those who use IBM's at work and an Amiga at home.

It is my opinion that before long software companies will offer programs for the Amiga that will outperform anything for the IBM, and, at a better price. In the meantime, I will use my Transformer to get more uses from the Amiga, and to get hands-on practice using the IBM operating system.

BACK TO SCHOOL

If you've been wishing to learn more about using your computer, here's your chance!

This fall, the MCCC is offering the following classes:

Introduction to Commodore Computers	3 sessions
Advanced Basic (file handling, graphics)	4 sessions
Assembly Language	4 sessions

These classes are open to all MCCC members, at a fee of \$5.00 per person. You will need to take a computer, disk drive, and TV or monitor to some of the sessions. Any class may be canceled if there is insufficient enrollment.

For further information or to request other classes, call Garry Wordelman at 281-7457 or Mary Louise Hagemeyer at 732-0982.

If you want to take a class, please complete the form below and mail it by Sept. 20 to:

Garry Wordelman
413 Chisolm Trail
Hurst, TX. 76054

Name _____

Address _____

City _____ Zip _____

MCCC Chapter _____ Phone _____

Course desired:

Day/time (please indicate first and second choices):

() Saturday morning 9:00-11:30
() Tuesday evening 7:00-9:30
() Thursday evening 7:00-9:30

ON-LINE

Copyright 1986 by Paul Motise

BOSTON-CITINET: A primary weakness of national on-line networks is cost; even fees of less than \$5/hour don't encourage frequent or prolonged sessions. Boston-Citinet is a unique service that tries to overcome this fault by offering nearly free subscriptions: no sign-up, connect or minimum use fees. The facility is local, rather than national, and revenues come from advertisers and database providers; callers pay for options such as electronic mail and CB simulation--each runs \$25 per year. Boston-Citinet is operated by Applied Videotex Systems of Belmont, MA 02178. If the Boston venture is a success, the firm will reportedly expand to other cities. I sampled the service and think it's great! I predict that if videotex outfits are to survive, they'll have to use the Boston-Citinet formula--nearly free access, paid ads, and a local rather than national audience. A peek at the future is well worth a long distance call to this terrific service. In this two-part series, we'll explore what Boston-Citinet is all about.

Boston-Citinet can be reached at 617-489-4930 (voice phone is 617-484-6814). Use 300 or 1200 baud, full duplex, 8 bit word size/no parity, and 1 stop bit. First-time callers are gently led through a sign-up routine which requests your name, city and state, along with your choice of 5 character ID and password. Next, your terminal parameters are established for screen width, use of lower case text, and a clear screen signal. That last item, by the way, takes you through a menu of signal choices (all explained nicely), followed by a feedback test of your chosen signal; Control-L should work with most programs. Upon receipt of the test signal, you are asked "Did that work (Y/N?)". This typifies the careful attention to detail found throughout Boston-Citinet. The system is menu-driven, with an expert mode available. Major system areas share the same structure: a title, descriptive paragraph, and a tree of menus. The menu prompt is "Option:", at which you enter your selection or jump around by entering TOP for the main menu, BACK for a prior menu, and E/END or EXIT to log off entirely. Help screens are precipitated by entering "?", "HELP", "HELP OPTION", or by just hitting RETURN. Control-S (pause) and Control-Q (resume) are honored. More importantly, though, so is Control-C, a halt signal that will (after a second or two) abort things in mid-stream and send you back to the last menu displayed.

After some introductory paragraphs, Boston-Citinet shows you a series of brief ads and notices under the heading, "FLASH". For example, I encountered an open house notice by Century 21 Real Estate, a note from the Brite Start Wake-Up Service (cute), a plug for a computer talk show on radio station WDLB, and several birth announcements. Next comes the main menu, a clear 14 item two-column self-explanatory table; one column lists the options, and

the other describes them. Offerings include a CB simulator, a local events guide, classified ads, real estate services, home shopping, jokes and e-mail. Here's a sampling of some main menu picks.

The INFO option of the main menu reveals data on system commands and electronic mail; first time callers should be sure to capture the important navigational aids. A sub-menu identifies categories on the system itself, placing ads and e-mail. The HOW option is vital here because it's your gateway to changing terminal parameters, should that be necessary. HOW yields another menu which covers basic system commands, expert commands, resetting terminal parameters, mailbox commands, and browsing instructions.

Main menu option REAL carries you to the REALNET portion of Boston-Citinet, all about residential and commercial real estate. A brief description of REALNET leads a few ads. I was treated to short commercials from the folks at Century 21, and Admiral Movers. All holders of e-mail "boxes" may list their properties for free; others are charged \$10 per line per month. An interesting sub-menu covers real estate listings, contractors, movers, mortgages, current (dated) mortgage rates, dated "want to buy or rent" notices, a real estate special interest group, town reports, a questionnaire/ad rate info section, and a mortgage calculator. I went for the listings option and was shown a sub-menu distinguishing residential from commercial properties. I chose residential and was asked to pick a category that would govern my search (amenities, broker, city, neighborhood, number of bedrooms, price range, or type of property). Upon selecting price, I had to narrow things down by range, each in brackets of \$100,000. Missing were the under \$100,000 group and the \$400,000 to \$500,000 range. The top bracket, by the way, was \$700,000 to \$800,000. My experiment with the \$100K to \$200K tickets produced only 3 listings (as old as 5 months). Each listing included a number, date, location, property description and phone number. I uncovered a condo for \$105K, a two family unit at \$134,900 and a contemporary townhome asking \$195,900 (gulp!). While the inventory is clearly not as current or complete as that offered by the typical board of realtors, the concept has potential, especially for those "for sale by owner" homes.

Fans of public TV will enjoy main menu option WGBH. Aptly dubbed "WGBH ON-LINE", this section contains extensive programming information for channels 2 and 44. The segment's first menu includes program listings, program information-plus, future features, and comments to WGBH. The listings option serves up a neat program database which generates a sub-menu for listings, next month's series repeats, and re-runs of next month's specials. I selected "listings" and faced a further sub-menu, this one requesting me to cull my shows by day, program, time of day, topic or special broadcast feature (closed

captioned or stereo signals). I shot for a search by topic and, of course, had to decide from a slate of topics--children's (broadcasts), drama, geography, history, how-to, news, and science. A stab at science finally unfurled the scoop on 21 programs. However, before I could actually view the data, I had to answer a prompt that asked if I wanted to see them! Having sloshed thru 5 menus I was not about to give up. The 21 listings were finally displayed; each held a number, broadcast date, day, channel, time, description (e.g., National Geographic Special, Realm of the Alligator), and broadcast feature (CC, Stereo). Unless you're a public TV station "member", you probably won't have access to info as far ahead as WGBH ON-LINE provides.

In part two of this series, we'll continue our exploration of Boston-Citinet.

Life with the FSD-1

by G. Ivan Shumaker

Catalina Commodore Computer Club, Tucson, AZ

Slim line construction (low profile) and fully Commodore compatible.

Capacity:

Per disc.....174.8 kbytes
Directory Entries.....144/disc
Sector/Track.....2
Bytes/Sector.....256
Tracks.....35

Mechanical Dimensions:

H x W x D.....70x163x330mm
Weight.....2.8kgs

Miscellaneous:

Average MTBF rate of 8000 hours.
All metal vented chassis
Solid state power supply
Dual serial port with chaining option

Well then, now that all that is said and done, perhaps we can get to a "users" point of view. I saw an ad in one of the Commodore magazines about a year ago that made this disc drive seem like a dream come true. It stated things like: It's Faster, Stays Cooler, Looks Nicer than the 1541 (along with many other things that I can't remember now). But I do remember thinking, for only \$139.00 I can't go wrong! In the past, I have ordered many things from magazines, including a VCR with camera, a 35mm camera with lots of lenses and other stuff, and probably most important, a Commodore 64 with all the goodies. So far, everything has worked OK. If you're wondering why a person would do all his ordering (of this type of stuff) by mail, it's because normally the prices are lower and there is no tax to pay (although admittedly the freight one pays makes up for the tax one saves).

So, I've owned the FSD-1 for about a year now. By the way, it's the only disk drive on my system, which leads to my only complaint. Of the hundreds of programs that have come my way, the only one that won't

boot up is Print Master. I was really looking forward to it, but I guess you can't have it all! This is not to say that I have tried all programs on the FSD-1, but I do have a pretty good selection and all the others do fine. As far as the article I read which led me to buy the FSD-1 in the first place, well, yes the FSD-1 is slimmer, trimmer and just all around better-looking. It stays plenty cool, and below is a short list of its load times compared to a borrowed 1541 on the same system (I was as suprised as you might be). It should be noted that these are all PRG files and other types of files might fare differently.

Overall, I would recommend the FSD-1 to any "user" friend who is looking for a primary or secondary disk drive for his/her system.

The following times are in seconds. The time in the brackets is with MACH 5 enabled.

	FSD-1	1541
Easy Script.....	42 [16] ...42 [16]	
Print Shop.....	73 [34] ...73 [34]	
Mirage Data Base.....	77 [21] ...77 [21]	
The Mirror.....	09 [07] ...09 [07]	
Flight Simulator II..	174 [63] ...174 [63]	
Strike Eagle.....	130 [43] ...130 [43]	
Halley Project.....	119 [31] ...119 [31]	



Print Partial Directory

by David Lovelock

Catalina Commodore Computer Club, Tucson, AZ

QUESTION: I have some disks with a large number of programs on them. However, I can't always remember the exact title of each program to load, so I end up loading and listing the entire directory each time, which seems to take forever. Is there any way of loading only part of the directory?

ANSWER: Yes, if you know the starting letter of the program. For example, say you know that it begins with an "A", but aren't sure of the exact title, then the command

LOAD "\$:A*",8

loads ALL the file names that begin with the letter A. List it to see. I discovered this by chance only recently, and find it very useful.

Scale of Pixels

50 100 150 200 250 300 350 400 450 500 550 600

All opinions in this review are those of Barbara J. Cramer

This is a visual demo of the features of Geopaint

You will notice that the finished product is quite
is stunning, but, do not expect the results to be
unless you have enormous amounts of time.

Brush/Pen Styles and Sizes

Square Corners

Random Spray

Rounded Corners

Horizontal
and
Vertical

Parallel

*This is the amount of space you
are allowed to work on at one
time. Not much, right? It does
allow you to create a drawing
that is much larger than other
art packages. Enjoy the time it
takes to scroll up & down, right
& left. It's a trade off, I guess.*

Mirror, rotate, copy,
invert, clear, move, etc.
Nice feature: fill patterns
and pen styles work in
zoom mode as well as
normal edit mode.

This font will be so
useful for all those
pesky RANDOM notes
you have to write.

Slanted Corners

Mix what-
ever you
like on the
same page.

32 Fill
or Brush Patterns

Writing
over
things
is fun!

The scale left and
above shows pixels.

Sprag
GUN



Fill patterns may be
used as brushes
coupled with all the
brush styles.

MCCC NEWS

There's **MORE**
but space is limited. So is my
time. Got the message?

Print Shop Graphics MCCC # 347

For Non-Commodore Printers



Unicorn



Bass1



Starburst



Garfield



Winter



Summer



Shrooms



Space Shuttle



Opus at Movies



Computer Killer



Serenti



CCC Logo



Computerist



The Orient



Ace Snoopy



Woodstock Walk



Tennis Menace



Dancing Snoopy



Love Boat



Reflection



Grimm



Elephant Face



Circus Elephant



Snookie Bird



Easter Bunny



Seashell



Dragon1



Dragon2



Castle At Night



Celtic Easel



Dollar Bill



Griffin1



Girl1



Girl2



Ronnie



FlagA



FlagB



FlagC



FlagD



FlagE



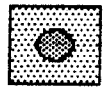
FlagF



FlagG



FlagH



FlagI



FlagJ



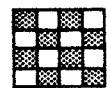
FlagK



FlagL



FlagM



FlagN



FlagO



FlagP



FlagQ



FlagR



FlagS



FlagT



FlagU



FlagV



FlagW



FlagX



FlagY



FlagZ



Flag1



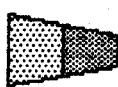
Flag2



Flag3



Flag4



Flag5



Flag6



Flag7



Flag8



Flag9



Flag0



Lobtrap



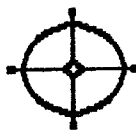
Lobster-bouy



Maine



Anchor



Shipwheel



Earth



Lobster

The MCCC wishes to thank Dick Libby, Public Relations Director of the Southern Maine Commodore Users Group, for sending us this disk of excellent graphics. Many of these drawings belong to him, although, he wouldn't tell which ones! Thanks for sharing your work.

FEDERATED

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 5% DISCOUNT OFF
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Partner 128

Timeworks, Inc.

Review by Laura Clements

After a long, dry spell of waiting for new software for my C128, something has finally appeared. Partner 128, a cartridge-based product with eight convenient memory-resident desk top accessories that operate "concurrently" with other C128 software programs.

The cartridge plugs into the cartridge port, with a hookup that goes into joystick port two, and is accessed by pressing a small white button on the top of the cartridge. The Partner 128 Menu windows on top of whatever program is resident, and doesn't bother the operation of other programs. However, they do have a few recommendations the most important of which is not to call up Partner 128 when the disk drive busy light is on.

Onto the screen appears an eight selection menu:

1. Calendar
2. Memo Pad
3. Address/Phone List
4. Calculator
5. Print Screen
6. DOS/Printer Commands
7. SwiftLock
8. Setup

The Calendar allows you to keep track of daily appointments and deadlines. The first screen presentation is a monthly calendar. Moving the cursor to the day needed will allow you to access the daily information screen. Printouts may be monthly, daily or weekly. Each month is saved separately to disk, therefore, each month is handled individually.

The Memo Pad is a mini-word processor, which will either print when finished, or will behave like a typewriter. When you press RETURN at the end of a line, the line will be printed directly on the printer.

The Name, Address and Phone List will store 60 records. This section will print labels to adhesive stickers or directly to the envelope. There is an auto dialer that works with the modem, but no terminal package. I would imagine that if you didn't turn off your modem soon enough, you might be disconnected.

The Calculator is a multi-function calculator, with an optional hardcopy to the printer.

Print Screen is quite interesting. It will dump a TEXT screen to the printer; it will not print Hi-Res graphics. This could be quite handy to take pictures of formatting screens.

DOS/Printer Commands allow direct printer control, which can be great if the software you load afterwards doesn't override them. This section also has the regular disk drive commands.

SwiftLock allows the user to enter a secret code so that if you leave your computer on and unattended, no one can tamper with the project you are working on.

Included, but not visible on the cartridge, is SwiftLoad which allows the CBM 1541 drive to load programs as fast as the CBM 1571 drive.

This utility is not cheap, \$59.00, but, the features are literally at your fingertips. The CBM 1571 is fast, so little time is spent waiting for program loads. I think it's worth the money because I like having these features so handy. I hope the updated version has the clock, etc. that many other systems have included. Isn't it possible to stick a battery back there with the ROM chip? Any ideas?

128 Tricks

(c) 1986 by Michael LaPaglia

Reprinted from the Catalina Commodore Computer Club newsletter, July, 1986

I try to spend about 3-5 hours a night on the 128 just to keep up with this new and wonderful machine. I have decided that this task is more than one person can handle. I will share with all of you the little tricks I have found, hoping that some one else will do the same.

1: The cold start sys to reset the 128 in 128 mode is SYSDEC("FF56"). This will cause the machine to reset and attempt to reboot the disk in drive 8.

2: Location \$F1 (dec 241) is where the current cursor color is stored. Pokes to this location will change cursor color. Use only numbers \$00-\$0F (0-15) for this location.

3: Keyboard buffer is at \$0348 (dec 842). \$D0 (dec 208) holds the number of characters in the buffer (needed for dynamic keyboard routines).

4: SYS49182,A, where 'A' is an escape code number, will cause the escape code to be preformed. Example SYS49182,64 will clear the screen from the current cursor position to the end of the screen. This is the same as ESC @. 64= ASC("@"). This is helpful for sending ESC codes from within a program.

5: SYS65375 swaps the 40/80 screen output, the same as an ESC X.

6: SYS65363,, 'X' (note: double commas are correct and needed) Will cause the 128 to attempt to BOOT the disk in the drive specified by 'X'. If 8, then boot on Drive 8, if 9, then boot on Drive nine.

7: SYSDEC("FF4D") is the sys to jump to 64 mode (though why you would want to do that is beyond me).

8: SYS49482 will HOME the cursor to the upper left corner of the screen window. If no window is defined, then upper left corner of the screen.

9: SYS 49474 will clear the current window of text. If no window is defined, then the screen is cleared.

10: SYSDEC("CC6C"),[line],[column] will position the cursor at the specified line and column. Note: double commas needed before the [line].

11: SYS41086 will display the directory of the disk in drive 8. (Anyone know how to do it for drive 9?)

There may be a better way to do each, but these work.

Newsroom Fix

Author Unknown

(Reprinted from TCCC newsletter, Kennewick Washington, February, 1986)

If you saw my demonstration of Newsroom at the last meeting and saw the printout it gives, you may have been a bit disappointed. The printout is very "grainy" compared to printouts from Print Shop and other hires dumps.

I did some snooping around in the different Newsroom files and found the printer output file which is "NP.0". There is a bug in this file.

The programmer intends for certain printers (including the 10X and SG) to print each character twice. However, after each output to the printer the kernal routine READST is called to see if the printer is there or hung-up. Prior to the READST call the accumulator held the character to be printed. When READST is called, if the printer is there, a zero is placed in the accumulator. The X register is decremented in the printing loop and it is supposed to print the character again, so instead of the character it prints a blank because of the zero.

Fortunately the bug is easy to fix. We change the branch in the NP.0 module at \$450A to branch back to \$4503 instead of \$4505. The accumulator is reloaded with the print character which is stored at address \$B6.

If you want to fix this then do so at your own risk. First, make sure your version actually has this bug in it, (if you keep CTRL-V pressed during the loading of Newsroom the version number will be displayed before the program completes loading; my version is 1.0).

Second, if you are using a single density printer such as an MPS-801 it only prints the character once anyway so you don't need the change.

Carefully make a back-up of Newsroom using a copier that does not copy errors. Avoid track 35 if possible, as that where the "fingerprint" is located. The fingerprint is what makes this disk uncopyable; in fact you will use your original disk to load in Newsroom, and then swap to your revised copy when you go to the Press section.

Next type in this five-line program and save it to disk:

```
10 IF A=0 THEN A=1:LOAD "0:NP.0",8,1
20 POKE 17674,248
30 OPEN 15,8,15, "S0:NP.0":CLOSE 15
40 POKE 43,122: POKE 44,65: POKE 45,20:
   POKE 46,70:CLR
50 SAVE "0:NP.0",8: END
```

Make sure all your BASIC statements are correct. Insert your back-up copy of Newsroom into the drive and RUN this little program. If all went well the NP.0 module should be fixed -- it prints much nicer.

Support Member Software

Graphic Labels Plus

Bill Riecke & Harold Williams

Use Print Shop or PrintMaster graphics to print labels on your Star Micronics, Epson or Epson-compatible printer. Convert Print Shop graphics to Print Master format.

Retail: **\$25.00**

Club Members: **\$20.00**

Golf Handicapper

Bill Riecke

Data base designed for a golf league. Records 250 game dates. C64 and C128 versions. Special built-in features.

Retail: **\$30.00**

Club Members: **\$25.00**

Pictures Plus

Barbara J. Cramer

Original artwork for use with Print Shop and Print Shop Companion software. 83 new graphics, 25 borders and 12 additional fonts.

Retail: **\$19.95**

Club Members: **\$14.95**

Master Graphics

Barbara J. Cramer

83 original graphics for use with PrintMaster software.

Retail: **\$14.95**

Club Members: **\$ 9.95**

The Artist's Workshop

Bob Lawson

High resolution color drawing package. Uses joystick, trackball or mouse. Print routines now being written. Includes sprite editor as added bonus.

Price: **\$10.00**

Screen Gem

Billy Godfrey

Low resolution screen editor. Draw with joystick using C64 character graphics. Saves picture for display or in PRINT statements for use in your own programs.

Freeware Donation: **\$ 5.00**

BASIC PLUS 4.1

Mark Lloyd

Adds 85 commands and 31 functions to your C64. Available on disk or cartridge.

Price: **\$25.00**

**Encourage MCCC members
to continue writing
quality programs at
reasonable prices.**

Dip Switches by Dan Lies

Catalina Commodore Computer Club, Tucson, AZ

The Commodore DPS-1101 (also known as Juki 6100) printer has DIP switches to control certain functions. This article relates to DIP switch 2, used to change the device number. My goal was to daisy-chain a Commodore MPS-801 printer with my DPS-1101. My personal preference was to leave the 801 as device 4, and change the 1101 to device 5 (factory setting is 4). The 1101 User's Guide has switch settings for device numbers in Table 3 on page 9. After moving the switches a couple of times, I decided that the columns for switch 1 and switch 3 were reversed. Device 5 needs switch 1 set on, and switch 3 is printed in the book. Both printers now can be conveniently controlled by the device number.

New Library Disks by Don Laingor

DISK # 344

This is a disk of games, some pretty nice and others "so-so". Be sure to print out the directory before you try to load and run them because the loading instructions are in the directory. Some use joystick port #1 and others use port #2.

STARWARS and NIELSON are the kind that present a situation and then ask questions on the course of action you want to take. Your progress is determined by the validity of your answer. (No fair printing a listing to find the answers.) BOOTER is a fastpaced slot car racetrack with good graphics and sound. GIFT, SQUARE, SOTHERE, RACE2, GENERATOR, and DRAWA are all booted as part of this game. You must disable any fastload-type cartridge to load. PICHEROO is a horseshoe game for two people with no skill required. Landing positions of the horseshoes are random. TRIVIA CROSSWORD is just what the name implies, but is unique in graphics and sound. Challenging. PINBALL has "so-so" graphics but is entertaining. XEROPUS is a fast paced "shoot-em-up" space game in which you shoot aliens with your launcher. The level of difficulty increases as you progress. In HOT ICE RACE you skate between the cracks to land on the "Happy Face" to get points. OBSTACLE COURSE is not much on graphics. You either jump over or duck under the obstacles. SPACE CHASE is another "shoot-the-invaders" with your missiles.

DISK # 289

This disk has a SIDPLAYER and plays 50 songs. Not bad.

DISK # 707

A collection of utility programs for the C-128 written by Billy Godfrey which should be of great interest to C-128 owners.

DISK # 288

This disk contains the SCREEN GEM, a low resolution screen editor written by Billy Godfrey. Finished works of art may be saved as sequential files for viewing or as PRINT statements for use in other programs. It's fun and makes it much easier to create graphics.

DISK # 290

A collection of programs for the TYMAC printer interface. Written for the GEMINI 10X, STAR SG-10, and STAR NX-10. The SG-10 and NX-10 were on the BBS download disk recently.

Chapter News

ARLINGTON CHAPTER

At the September meeting of the Arlington Chapter, Dr. Sparr of the U.T.A. Department of Computer Science Engineering will explain why the field of computer Robotics is just getting started and why the D/FW area will be heavily involved. Dr. Sparr will also answer general questions about education in the computer sciences.-Jonathan Riba

FORT WORTH CHAPTER

The Sept. 13th meeting of the Ft. Worth Chapter will be at 1:30 PM in room 2 of the GDRA as usual. It will feature utilities for the Commodore 64.

At the last meeting, Librarians Don Stevens and Gary Campbell set up a computer so members at the chapter could check the disk directories as an aid in selecting disks. It was a big help and they plan to do it again in September. Also, at the meeting, Mary Hagemeyer discussed free membership to local schools with Commodore computers. It was suggested that the Education Committee look into it further.

Thanks to Dick Headley for coming over from Arlington and making a very interesting presentation.-Jill Campbell

HEB CHAPTER

At the Sept. 20th meeting Laura Clements and John Malmstrom will demonstrate some of the new 128 software. All members are asked to bring their recommendations for 1987 officers.

The August chapter featured Scott Lamb, programmer for the excellent games, 'Jupiter Mission 1999' and 'Quest of the Space Beagle'. He demonstrated these programs and talked about the years that went into programming them, showing the hundreds of pages of Assembly source code.

Scott also placed a 'freeware' disk, 'Memory Window' in our library. This program opens a scrolling window for viewing the contents of memory. For those desiring it, there is a tutorial available from him.

Roger Smith from Tejas Graphics, Inc. briefly described his company's line of preprinted computer forms, labels, etc.-Nancy Sparks

Club Information

The MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school and in business. Appropriate and legal use of all types of software is encouraged by this club.

The MCCC is not connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in club-sponsored classes. Dues are paid on a calendar year basis and new members who join after March 31 of each year pay prorated dues for the months remaining.

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The deadline for submissions to the MCCC NEWS is the third Saturday of each month. PAYMENT MUST ACCOMPANY CAMERA-READY AD COPY. Make all checks payable to Mid-Cities Commodore Club and mail to MCCC NEWS, P.O. 1578, Bedford, TX 76021.

SG-10 Tip

Reprinted from "SixtyForum", the newsletter of the Fresno, CA User's Group.

An undocumented feature of the Star SG-10 printer is that there is a hex dump mode. Depress the FF and LF keys as you turn the power on, a beep will sound and you are in the hex mode. EVERYthing you sent to the printer will be represented by two characters, the hexadecimal representation of the character's ASCII number. I've found this very useful when troubleshooting graphics programs that don't seem to work right. With this you can see exactly what is sent to the printer; control characters and all. In the past I have put my Cardco +G interface into the hex mode which does the same thing but is more trouble.

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...LOOK...LOOK...



SEPTEMBER, 1986

MEETINGS



Meetings

- Sept. 6 **BOARD MEETING**, 10 am
Western Hills Inn
- Sept. 13 **Ft. Worth Chapter**, 1:30 pm
Gen. Dyn. Rec. Area, Rm 2
- Arlington Chapter**, 9 am
Arlington Community Center
- Grand Prairie Chapter**, 1:30 pm
G. P. Public Library
- Sept. 15 **FW Night Chapter**, 7 pm
St. Elisabeth Episcopal Chrch
- Sept. 16 **Grand Prairie Chapter**, 6:30 pm
G. P. Public Library
- Sept. 18 **AMIGA Chapter**, 7 pm
Arlington Community Center
- Sept. 20 **HEB Chapter**, 1:30 pm
Hurst Recreation Center
- NEWSLETTER DEADLINE**
- Oct. 4 **BOARD MEETING**, 10 am
Western Hills Inn
- Oct. 11 **Ft. Worth Chapter**, 1:30 pm
Gen. Dyn. Rec. Area, Room 2
- Arlington Chapter**, 9 am
Arlington Community Center
- Grand Prairie Chapter**, 1:30 pm
Grand Prairie Public Library

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6 BOARD MEETING 10 AM
7	8	9	10	11	12	13 ARLNGTN FT. WORTH GRAND PRAIRIE
14	15 FORT WORTH NIGHT 7 PM	16 GRAND PRAIRIE 6:30 PM	17	18 AMIGA 7 PM	19	20 H.E.B. 1:30 PM
21	22	23	24	25	26	27
28	29	30				

QUARTERLY MEETING IS OCTOBER 18TH.

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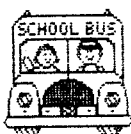
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